

Character Name Chains  
 Alternate Identities \_\_\_\_\_  
 Player Name \_\_\_\_\_



CHARACTERISTICS			
Val	Char	Points	Roll
15	STR	5	12-
18	DEX	16	13-
10	CON	0	11-
10	INT	0	11-
14	EGO	4	12-
15	PRE	5	12-
8	OCV	25	
8	DCV	25	
5	OMCV	6	
5	DMCV	6	
6	SPD	40	
10/40	PD	8	
10/35	ED	8	
8	REC	4	
45	END	5	
10	BODY	0	
30	STUN	5	
			<b>Total Cost</b>
			<u>162</u>

CURRENT STATUS		
	Maximum	Current
END	<u>45</u>	_____
BODY	<u>10</u>	_____
STUN	<u>30</u>	_____

EXPERIENCE POINTS	
Total Points	<u>322</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>22</u>
Experience Unspent	<u>0</u>

VITAL INFORMATION	
HTH damage (STR/5)d6	<u>3d6</u>
Lift <u>200kg</u>	STR END Cost <u>1</u>
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	<u>8</u>
Base DCV	<u>8</u>
Base OMCV	<u>5</u>
Base DMCV	<u>5</u>
Combat Skill Levels	<u>+1 Overall</u>
Presence Attack (PRE/5)d6	<u>3d6</u>

HIT LOCATION CHART					
3d6 Roll	Location	STUN x	N STUN x	BODY x	To Defense/Hit Weight
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

Average Def \_\_\_\_\_  
 DCV Modifier \_\_\_\_\_ Total Weight \_\_\_\_\_  
 Armor Notes \_\_\_\_\_

ATTACKS & MANEUVERS				
Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½†	-w/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone

DEFENSES	
Type	Amount/Effect
Normal PD	<u>10/40</u>
Resistant PD	<u>0/30</u>
Normal ED	<u>10/35</u>
Resistant ED	<u>0/25</u>
Mental Defense	<u>5</u>
Power Defense	<u>5</u>
Flash Defense	<u>3 (Sight Group)</u>

COMBAT MODIFIERS						
Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10
Targeting Shot	OCV		Hit Location			
Head Shot (Head to Shoulders)	-4	1d6+3				
High Shot (Head to Vitals)	-2	2d6+1				
Body Shot (Hands to Legs)	-1	2d6+4				
Low Shot (Shoulders to Feet)	-2	2d6+7*				
Leg Shot (Vitals to Feet)	-4	1d6+12				

\* Treat a 19 as the Feet location

SENSES	
Perception Roll (9+INT/5)	<u>11-</u>
Enhanced and Unusual Senses	_____
	_____
	_____
	_____
	_____

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>4m</u>	<u>8m</u>
V. Leap (2m)	<u>2m</u>	<u>4m</u>
Swinging	<u>120m</u>	<u>240m</u>
Movement SFX	_____	_____

